

SUMMARY

- Professional experience in **visual design** and **UX research experience**
- Proficient in **user-centered design**: building visual design systems, creating user scenarios and task flows, wireframing, rapid prototyping, crafting detailed mockups to iterate on B2B and B2C product scenarios
- Awarded 1st Place in UNESCO Happy School Art Contest (2016) and 2nd Place in Amnesty Art Competition (2015)
- Familiar with industry-standard design tools and programming languages: Photoshop, Illustrator, Figma, Sketch, Principle, Invision, Zeplin, HTML, CSS, JavaScript, Vue.js, Python, C#, Unity, Cinema 4D, and Maya

EXPERIENCE

Virtual Embodiment Lab | Interaction Designer + UX Research Assistant 09/2022 - Present

- Led a research project on interaction design and data visualizations suitable for VR teaching simulations by designing interactive spatial experiences and analyzing data collected from participants
- Analyzed qualitative and quantitative data to understand user needs, behaviors, and emotions
- Conducted 70+ experiments and one-on-one interviews to receive feedback and collect user data
- Paper was accepted to 2024 CHI Conference on Human Factors in Computing Systems. ACM, 2024

Softberry | UI/UX Designer 05/2022 - 08/2022

- Created new experiences for an EV mobile app with 300K users by creating visual design for map features, increased the user satisfaction rate by 20% and lowered the search time by 18%
- Partnered with peers and stakeholders across UX, Product Management, and Engineering to understand, challenge, and design features for app users
- Communicated conceptual ideas and design rationale and crafted interfaces

RippleAI | Product Designer + UX Researcher 10/2020 - 11/2021

- Built multiple features for 6 Speech-to-Text (STT) consumer-facing AI products, boosted user satisfaction rate to 90% and decreased task completion time to 52%
- Presented the user interface visually to ensure that the information is easy to find, read, and understand
- Communicated and presented ideas and designs to a cross-functional product development team effectively
- As a leader, owned the complete product design lifecycle of major features from end to end, doing user research to understand customers deeply and thinking holistically about the visual style to unify applications across platforms

NeoLAB Convergence | Visual Designer 05/2020 - 09/2020

- Created 3 website projects and 10+ promotional videos for NeoLAB e-commerce sites and apps, and increased website visit rate by 120% with the updated visual design
- Worked within and contributed to design systems to create pixel-perfect interfaces

Parsons School of Design | Coding Tutor Specialist 09/2019 - 12/2019

- Reviewed and suggested possible design opportunities and directions for app and website projects
- Facilitated 15+ teaching sessions on HTML, CSS, JavaScript, and UI development

EDUCATION

Cornell University 08/2022 - 05/2023, Ithaca, NY

- Master of Professional Studies in Information Science
- Teaching Assistant of Human-Computer Interaction Design

Parsons School of Design 08/2017 - 05/2022, New York, NY

- Bachelor of Fine Arts in Communication Design
- Minor in Creative Coding